

# THE RULES OF WHIST.

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BEING  
A COMPENDIUM  
OF  
EASY RULES,

NECESSARY TO BE KNOWN BY  
EVERY WHIST PLAYER:

WITH  
MAXIMS,  
By GENERAL SCOTT.

FIFTH EDITION.

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He diverted himself, as *usual*, with the conversation of his friends; and *sometimes*, in the evening, with a party, at his favourite Game of WHIST. *Dr Smith's Life of Hume.*

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L O N D O N:

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TO  
THE LADIES.

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As the Game of Whist has of late years become so much the ton, that the youth of neither sex are allowed, as formerly, to sit down mere idle spectators of it, but are hourly called forth to unite or combat with hoary veterans, long practised in the art; it is now as essentially necessary for those, who shine in the higher circles of life, to be well acquainted with this Game, as to know how to dance, or possess any other polite accomplishment.

But though much merit is inseparably attached to excellence in any of the fashionable amusements of life, and no small degree of shame annexed to a disgraceful failure in them,—yet few are found possessed of such happy courage and perseverance as will enable them to engage in the attentive perusal of the very ingenious observations of the acute Hoyle.

A COMPENDIUM therefore of *short* and *easy* rules, not more than what are absolutely requisite to the proper attainment of a just knowledge of the Game, without his nice reasonings and intricate calculations, which would with many only appear to obscure the subject they were meant to illumine, is chiefly wanted, to prevent those vexatious and blameable errors, which are too often seen to blast the just expectations of the good player, and make him, even against his own will, break out in useless and mortifying railings,—or, in one word, enough to make him, who will be at the trouble to peruse this little work, *play with SATISFACTION to himself, and COMFORT to others.*

By reading these short Rules it is hoped, EVERY LADY WILL IN A FEW HOURS BECOME MISTRESS OF THIS GAME.—But whether the execution of the design has corresponded with the intention of the author, must be left to the impartial decision of a candid public.



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Let *random* strokes *disgrace* our play no more,  
But *skill* preside, where all was *chance* before.

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## SECT. I.

### OF LEADING TRUMPS.

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#### RULE I.

**L**EAD Trumps from a *good* hand; but never from a *weak* one.

#### RULE II.

1. *Except.* But if with a *bad* hand you hold *five* trumps; or your adversary *ruffs* <sup>a</sup>; or you can get out *two* for *one*; lead off *trumps*:

<sup>a</sup> Trumps.

#### RULE III.

2. *Except.* Or if your game be desperate, though you hold but *Queen*, or *Knave*, with *one* other, lead off the *Honor*.

#### RULE IV.

Having a *Sequence*, lead the *highest* Card of it.

#### RULE V.

*Except.* With a *Sequence* of *Ace*, *King*, *Queen*, lead the *lowest*, to shew your partner your game.

## SECT. II.

## OF LEADING THROUGH AN HONOR.

## RULE I.

As the advantage of leading *through* an Honor consists in the enabling your partner to *finesse* \*, you lead through your adversary's honor *only*, when you possess *no honor* of your own, or *wish for trumps out*.

\* See note (a) page 9.

## RULE II.

*Except.* But having an *inferior* honor to the one turned up, with but *one* other trump, lead off the *Honor*; and should that pass, the *small* one.

## SECT. III.

## OF LEADING UP TO AN HONOR.

## RULE I.

If an *Honor* is turned up by your partner, and you are *strong* in trumps, lead the *smallest* trump you have; the *best*, if *weak* in them.

RULE

## RULE II.

If an *Ace* is turned up on your right hand, and you hold *King, Queen, Ten* <sup>(1)</sup>, lead the *King*; on return of trumps, play the *Ten*.

- (1) We have marked by a different character the want of an *intermediate* card, which would have made up a sequence, and which card we *FINESSE*, or, in other words, venture to play, having a *better* in our hand in the *hopes* of gaining two or more tricks.

## RULE III.

If a *King* is turned up on your right hand, having *Queen, Knave, Nine*, lead the *Knave*, on return of trumps, next play the *Nine*.

## RULE IV.

The *Queen* being turned up on your right hand, having *Ace, King, Knave*, lead the *King*; on return of trumps, play the *Knave*.

## RULE V.

The *Knave* being turned up on your right hand, Having *King, Queen, Ten*, lead the *King*, on return of trumps; play the *Ten*.

## RULE



## RULE VI.

The *Ten* being turned up on your right hand, having *Queen*, *Knave*, *Nine*, lead the *Queen*; on return of trumps, play the *Nine*.

## RULE VII.

The *Nine* being turned up on your right hand, having *Knave*, *Ten*, *Eight*, lead the *Knave*; on the return of trumps, play the *Eight*.

## SECT. IV.

## OF LEADING THE OTHER SUITS.

## RULE I.

LEAD always from your *longest* suit, if *strong* <sup>(a)</sup> in trumps; from your *strongest* <sup>(b)</sup>, if *weak* in them.

(<sup>a</sup>) *Strength* in trumps consists in *five* small trumps, or *three* trumps, with an *honor*.

(<sup>b</sup>) The *longest* suit is that in which you have *most* in number; the *strongest* that in which you have the *best* cards.

## RULE II.

Of a strong suit, lead from a *King*, rather than a *Queen*, and from *either*, rather than an *Ace*; but from *Ace*, *Queen*;—*Ace*, *Knave*;—*King*, *Knave*; not till *forced*.

## RULE III.

Sequences are eligible leads. Of Sequences, lead the *highest* card, unless you hold *five* of them, and are *weak* in trumps, in which case the *lowest*.

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## SECT. V.

## OF MAKING THE MOST OF A HAND OF TRUMPS.

## I. WHEN HEADED BY ACE.

## RULE I.

HAVING *Ace*, *King*, with *one*, *two*, *three*, or *four*, other trumps, lead off a *small* one.

## RULE II.

Having *Ace*, *King*, *Knave*; or *Ace*, *King*, *Knave*, with *one* or *two* other *Trumps*,  
lead

lead off the *King*, and at *third* hand *finesse* the *Knave*: but should *they* be followed by *three* other trumps, lead off the *King*, next the *Ace*, &c.

RULE III.

Having *Ace*, *Queen*, *Knave*, with *two* or *three* other trumps, lead off the *Knave*.

RULE IV.

Having *Ace*, *Queen*, *Ten*, with *one* or *two* other trumps, lead a *small* one.

2. WHEN HEADED BY KING.

RULE V.

Having *King*, *Queen*, with *one*, *two*, *three*, or *four*, other trumps, lead off a *small* one.

RULE VI.

Having *King*, *Queen*, *Ten*; or *King*, *Queen*, *Ten*, with *one* or *two* other trumps, lead off the *King*, *finesse* the *Ten*: but should *they* be followed by *three* other trumps, the *King*, next the *Queen*, &c.

RULE VII.

Having *King*, *Knave*, *Ten*, with *two* or *three* other trumps, lead the *Knave*.

3. WHEN

## 3. WHEN HEADED BY QUEEN.

## RULE VIII.

Having *Queen, Knave*, with *one, two, three, or four*, other trumps, lead the *Queen*.

## RULE IX.

Having *Queen, Knave, Nine*, with *one or two* other trumps, lead off the *Queen*, *finesse* the *Nine*; but if followed by *three* other trumps, the *Queen*, next the *Knave*, &c.

## 4. WHEN HEADED BY KNAVE.

## RULE X.

Having *Knave, Ten*, with *other* trumps, lead the *Knave*.

## RULE XI.

Having *Knave, Ten, Eight*, with *one, two, or three*, other trumps, lead off the *Knave*, *finesse* the *Eight*: but when followed by *four or more* trumps, lead the *Knave*, next the *Ten*, &c.

HOW

## HOW TO GET OUT TRUMPS.

An exception to this mode of playing, to make the most of our trumps, is when we desire particularly, to get them out.

## RULE I.

Should your partner at first setting off show himself deficient in any one suit, you may from thence fairly conclude, he has a long suit in some other, and ought therefore, as soon as possible, if strong in trumps, to trump out. *Vide Rule II. Sect. 1.*

## RULE II.

HAVING two or more following Honors <sup>(a)</sup>, with other trumps, play those honors first, then proceed on to a third round of Trumps.

(<sup>a</sup>) As Ace, King, Queen,—King, Queen,—Queen, Knave, &c.



## SECT. VI.

## OF MANAGING THE OTHER SUITS.

## RULE I.

Having an *Ace* along with *four* others, and no good cards to bring in that suit, lead, if *strong* in trumps, a *small* card; the *Ace*, if *weak* in them.

## RULE II.

Having *King*, *Queen*, with *two* or *three* other cards, lead, if *strong* in trumps, a *small* card; the *King* if *weak* in them.

## RULE III.

Having *Ace*, *King*, *Knave*; or *Ace*, *King*, *Knave*, with *one* or *two* others, lead off the *King* <sup>(a)</sup>, *finesse* the *Knave* <sup>(b)</sup>: but should

(<sup>a</sup>) And having led off the *King*, you should, in order to *secure* your suit, proceed next, if *moderately strong* in trumps, with a *trump*. Consult Sect. I. rule i. Also Sect. IV. rule xi.

(<sup>b</sup>) But you are to *finesse* only, when *strong* in trumps, or when the *game* has gone *much against you*, or when—Vide Sect. IX. r. ii.; also Sect. VIII. p. 19, the note.

they be followed by *three* others, the *King*, then the *Ace*.

#### RULE IV.

Having *King*, *Queen*, *Ten*; or *King*, *Queen*, *Ten*, with *one* or *two* others, lead off the *King*, *finesse* the *Ten*: but should they be followed by *three* others, lead the *King*, (next, if strong in trumps,—a trump) then the *Queen*.

#### RULE V.

Having *Queen*, *Knave*, *Nine*, with *one*, *two* or *three* others, lead off the *Queen*, *finesse* the *Nine*; but with *four* others, the *Queen*, then the *Knave*.

### SECT. VII.

#### OF RETURNING THE LEAD.

##### RULE I.

You *return* your partner's *lead*, when you have *no lead* of your own; or when your partner has *trumped out* \*; or when having

\* Played out trumps.

won

won with *Ace* or *King*, you can return a *court-card*.

#### RULE II.

You do *not* return your partner's *lead*, having a suit of *your own*; or when after having won with a *court-card*, you can return *no other* than a *small one*.

#### RULE III.

You return *upon* your left hand adversary's lead, when his partner has shown himself *weak* in it, and you yourself possess no *good* lead of *your own*.

### SECT. VIII.

#### OF PLAYING SECOND HAND.

##### RULE I.

HAVING *Ace*; *King*; *Queen*; or *Knave*; accompanied by *one*, *two*, or *three* other cards, play a *small one*.

B

RULE

## RULE II.

Having *Ace, King*, with *one, two, or three* other cards—(unless you want the lead), play, if *strong* in trumps, a *small* card; the *King*, if *weak* in them.

## RULE III.

Having *Ace, Queen; Ace, Knave; or, Ace, Ten*;—along with *one, two, or three* other cards, play a *small* one.

## RULE IV.

Having *King, Queen*, with *two or more* cards (unless you want the lead), play, if *strong* in trumps, a *small* card; the *Queen*, if *weak* in them.

## RULE V.

Having *Queen, Knave*, with *one, or more* cards, play the *Knave*.

## RULE VI.

Having *turned up an honor*, and holding with it *two or more* trumps, play a *small* one.

## OF PLAYING THIRD HAND.

## RULE I.

AT third hand, should your partner lead a *small* card, play your *best* (<sup>a</sup>); and when returning his lead, give him your *best* ~~re-~~ *maintaining* \*.

(a) Of a Sequence it is understood the *lowest* card.

\* Having *Ace*, *Queen*, you may however sometimes *finesse* the *Queen*, especially if *they* are *trumps*, or you suspect your partner's lead to be a *forced* one.

## RULE II.

Having *Ace*, with but *one* other of that suit, should your partner lead the *King*, take it with the *Ace*, and return him your *small* one.

## RULE III.

Having an *inferior* court card to the *one* your partner has led off, with but *one* other of that suit, and a *prospect* of getting out the trumps, it is good play to throw away the *strength* from your hand, by playing to it your *court-card*.



OF PLAYING FOURTH HAND.

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RULE.

If a *King* is led, and you hold *Ace*,  
*Knave*, with *one* or *two* others, play a *small*  
*one*.

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SECT. IX.

OF PLAYING FOR THE ODD TRICK.

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RULE I.

WHEN you see a high probability of  
scoring *two* by honors, being *two*, or *seven*,  
of the game, you play *then* only for the *odd*  
*trick*; as you do when at *four*, or *nine*; or  
when not aiming to *save* your *own* lurch;  
or *end* the game; you strive, by gaining the  
odd trick only, to prevent your adversaries  
from *so* doing.

RULE II.

To get the *odd* trick, make your tricks as  
early as possible, never *finessing*, but when  
there

there appears but *little* probability of your succeeding *without* it.

RULE III.

Be careful how you *trump out*, even though you hold a *long* suit.

RULE IV.

*Force* <sup>(a)</sup> your partner, though but *moderately strong* in trumps.

(a) *Forcing* is the obliging your partner or adversary to *trump*.

RULE V.

Having a *single* card, with only *small* trumps, lead off the *single* card.

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SECT. X.

GENERAL MAXIMS.

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MAX. I.

As the playing by settled rules *gives* not only the *odds*, but *discovers* to your partner *your game*, you should therefore avoid as much

as possible the *deviating* from your *accustomed* mode of play.

MAX. II.

When *sorting* your cards, *contrast* the colors.

MAX. III.

Avoid, if possible, *changing* suits, nor let any artifice of your adversary deceive you to it.

MAX. IV.

Be careful how you *finess*, when you have it in *your power* to make the odd trick.

MAX. V.

At third hand be sure to play *your best* card, and to *throw away* your *worst*. Observe *whether* your partner follows the same rule.

MAX. VI.

Having a *deficiency* in your *adversaries* suit, you may, to deceive *them*, *throw away* from your *strongest* suit.

MAX. VII.

Having a *long* suit, with *strength* in trumps, be extremely cautious how you *trump*.

MAX.

## MAX. VIII.

Never *force* your partner to *trump*, unless you are *strong* in trumps, or *expect* to establish a *saw* <sup>(a)</sup>.

(a) A *saw* is established whenever two partners are able, each of them, to lead a suit, which the other *trumps*.

## MAX. IX.

Should your partner refuse to *trump* a suit, of which he knows you have not the command, lead him the *first* opportunity your *best* trump.

## MAX. X.

Having only *small* trumps, make them *when* you can.

## MAX. XI.

Do not *trump* a thirteenth card, unless you want either to *save* your partner, or to gain the *lead*.

## MAX. XII.

Do not lead a *thirteenth* card, unless *trumps* are *out*, or you have a good reason for *forcing* your *partner* or your *adversary*.

MAX. XIII.

Having the *last* trump, with some *winning* cards, and one *losing* card, lead off the *losing* card.

MAX. XIV.

Lead from *Ace*, Nine ; rather than from *Ace*, Ten.

MAX. XV.

Having led the *King*, and gained the trick, you must not from thence conclude that your partner holds the *Ace* ; for it is accounted good play to keep the *command* of your adversaries suit, though you part with *that* of your partner's.

MAX. XVI.

Do not *expose* your game, by *calling* upon your partner at *eight*, unless your adversaries are at *nine*, or upon the eve of saving their *lurch*.

MAX. XVII.

When *commencing* the game, or when the game is much *against* you, play with *boldness* ; but at the *close* of it with great *caution* and *forbearance*.

MAX.



## MAX. XVIII.

Remember *what cards* drop from *each hand*; how *many of each* are *out*; and what is the *best remaining* card in each.

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## SECT. XI.

## CALCULATIONS.

That my partner holds *one* card  $\left\{ \begin{smallmatrix} 2 \\ 3 \end{smallmatrix} \right\}$  is  $\begin{smallmatrix} 5 & 4 \\ 5 & \text{to } 2 \\ 4 & 1 \end{smallmatrix}$   
 out of any - - - -

That my partner holds *not* a certain  
 card - - - - is 2 to 1

That he holds not *two* out of any  $\left\{ \begin{smallmatrix} 3 \\ 4 \end{smallmatrix} \right\}$  is  $\begin{smallmatrix} 1 \\ 3 & \text{to } 1 \\ 2 & 2 \end{smallmatrix}$

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## SECT. XII.

## THE LAWS OF WHIST.

## I. OF DEALING.

I. If a card is turned up in dealing, it is in the option of the adverse party to call a  
 new

new deal ; but if either of them have been the cause of turning up such card, in that case the dealer has his option.

II. If a card is faced in the deal, they must deal again, unless it is the last card.

III. Every person ought to see that he has 13 cards dealt ; therefore, if any one should happen to have only 12, and does not find it out till several tricks are played, and that the rest of the players have their right number, the deal stands good ; and also the person who plays with 12 cards is to be punished for each revoke, in case he has made any ; but if any of the rest of the players should happen to have 14 cards, in that case the deal is lost.

IV. The dealer ought to leave in view upon the table his trump card, till it is his turn to play ; and after he has mixed it with his other cards, nobody is entitled to demand what card is turned up, but may ask what is trumps. This consequence attends such a law, that the dealer cannot name a wrong card, which otherwise he might have done.

V. None

V. None of the players ought to take up or look at their cards, while any person is dealing; and if the dealer should happen to misdeal, in that case he shall deal again, unless it arises from his partner's fault; and if a card is turned up in dealing, no new deal shall be called, unless the partner has been the cause of it.

VI. *A* deals, and instead of turning up the trump, he puts the trump card upon the rest of his cards, with the face downwards; he is to lose his deal.

## II. OF PLAYING OUT OF TURN.

VII. If any person plays out of his turn, it is in the option of either of his adversaries to call the card played, at any time in that deal, provided it does not make him revoke; or if either of the adverse parties is to lead, he may desire his partner to name the suit he chooses to have him lead; and when a suit is then named, his partner must play it, if he has it.

VIII. *A* and *B* are partners against *C* and  
8 *D*;

*D*; *A* plays the Ten of a suit, the adversary *C* plays the Knave of the same suit, *B* plays a small card of the same suit; but before *D* plays, his partner *C* leads a thirteenth or some other card; the penalty shall be in the option of *A*, or *B*, to oblige *D* to win the trick if he can.

IX. *A* and *B* are partners against *C* and *D*; *A* leads Club, his partner *B* plays before the adversary *C*; in this case *D* has a right to play off before his partner *C*, because *B* played out of his turn.

X. If the Ace, or any other card of a suit is led, and it should so happen that the last player plays out of his turn, whether his partner has any of the suit led or not, provided you do not make him revoke, he is neither entitled to trump it, nor to win the trick.

### III. OF REVOKING.

XI. If a revoke happens to be made, the adversaries may add three to their score, or take three tricks from the revoking party, or take down three from their score, and the

revoking party, provided they are up, notwithstanding the penalty, must remain at nine: the revoke takes place of any other score of the game.

XII. If any person revokes, and before the cards are turned discovers it, the adverse party may call the highest or lowest card of the suit led, or have their option to call the card then played, at any time when it does not cause a revoke.

XIII. No revoke to be claimed till the trick is turned and quitted, or the party who revoked, or his partner, have played again.

XIV. If any person claims a revoke, the adverse party are not to mix their cards, upon forfeiture of the revoke.

XV. No revoke can be claimed after the cards are cut for a new deal.

#### IV. OF CALLING HONORS.

XVI. If any person calls at any point of the game, except eight, either of the adverse parties may call a new deal; and they are at liberty



liberty to consult each other, whether they will have a new deal.

XVII. After the trump card is turned up, no person must remind his partner to call, on penalty of losing a point.

XVIII. If the trump card is turned up, no honors in the preceding deal can be set up unless they were before claimed.

XIX. If any person calls at the point of eight, and his partner answers, and both the opposite parties have thrown down their cards, and it appears that the other side had not two by honors; in this case they may consult with one another about it, and are at liberty to stand the deal or not.

✓ XX. And if any person answers when he has not an honor, the adverse party may consult one another about it, and are at liberty to stand the deal or not.

XXI. If any person calls at eight, after he has played, it shall be in the option of the adversaries to call a new deal.

# V. OF SEPARATING AND SHEWING THE CARDS.

XXII. If any person separates a card from the rest, the adverse party may call it, provided he names it, and proves the separation ; but in case he calls a wrong card, he or his partner are liable for once to have the highest or lowest card called in any suit led during the deal.

XXIII. If any person throws his cards upon the table, with their faces upwards, upon supposition that he has lost the game, the adversaries have it in their power to call any of the cards when they think proper, provided they do not make the party revoke, and he is not to take up his cards again.

XXIV. If any person is sure of winning every trick in his hand, he may shew his cards upon the table ; but he is then liable to have all his cards called.

## VI. OF OMITTING TO PLAY TO A TRICK.

XXV. *A* and *B* are partners against *C* and *D*; *A* leads a Club, *C* plays the Ace of Clubs, *B* plays a Club, and *D*, partner to *C*, takes up the trick without playing any card; *A*, and the rest of the players, play on, till it appears *D* has one card more than the rest; penalty to be, in the option of the adversaries, to call a new deal.

## VII. RESPECTING WHO PLAYED ANY PARTICULAR CARD.

XXVI. Each person, in playing, ought to lay his card before him; after he has done so, if either of the adverse parties mix their card with his, his partner entitled to demand each person to lay his card before him; but not to enquire who played any particular card.



FINIS.

